

LISTING OF CLAIMS

1. (Currently amended) A gaming device comprising:

player input wherein a round of play is initiated;

game output determination where an outcome of said round of play includes at least first, second, and third outcome types; wherein said first and second outcome types are winning outcome types, and the third outcome type is a no win outcome type;

an output which indicates a monetary prize amount in response to a winning outcome of said first outcome type;

an output which provides an audiovisual display ~~an audio-visual display which, in response to a winning outcome of said second outcome type that is distinct from said first outcome type, displays an entertainment event comprising a video clip and an accompanying audio of a performance in accordance with a first theme of said gaming device as an award, wherein said first theme is predetermined;~~

a no reward output in which there is no monetary prize amount or audiovisual display in response to an outcome of said third outcome type.

2. (Original) A gaming device, as claimed in claim 1, further comprising an outcome display controlled to indicate at least said first and second outcome types and wherein said audiovisual display is separate and distinct from said outcome display.

3. (Currently amended) A gaming device as claimed in claim 1 wherein an audiovisual display is present which, in response to a winning outcome of said second outcome type, displays an entertainment event comprising a video clip and an accompanying audio of a performance in accordance with a first theme of said gaming

device as an award, wherein said first theme is predetermined, and said first theme is based on one or more celebrities.

4. (Original) A gaming device as claimed in claim 3 wherein said one or more celebrities or figures appear in a video clip.

5. (Cancelled)

6. (Cancelled)

7. (Cancelled)

8. (Cancelled)

9. (Previously amended) A gaming device as claimed in claim 4 wherein said video clip is randomly selected from among a plurality of video clips.

10. (Currently amended) A gaming device as claimed in claim 3 4 further comprising an input device which permits a player to select from among a plurality of video clips.

C2 11. (Original) A gaming device as claimed in claim 10 further comprising means for generating a bonus award associated with the video clip selected by said player.

12. (Original) A gaming device as claimed in claim 10 further comprising means for displaying indicia of at least some of said plurality of video clips.

13. (Original) A gaming device as claimed in claim 12 including means for highlighting, in said means for displaying indicia, said video clip selected from among said plurality of video clips.

14. (Original) A gaming device as claimed in claim 13 wherein said highlighting comprises providing indicia with differing levels of illumination.

15. (Currently amended) A gaming device as claimed in claim 3 4 wherein said video clip is selected randomly.

16. (Original) A gaming device as claimed in claim 10 further comprising an input device for permitting an operator of said gaming device to select available video clips to be displayed on said gaming device from a larger set of video clips.

17. (Cancelled)

18. (Cancelled)

19. (Original) A gaming device as claimed in claim 1 wherein said output indicates outcomes on a pay line.

20. (Original) A gaming device as claimed in claim 1 further comprising at least one of:

CV a plurality of physical slot machine reels;

a plurality of simulated slot machine reels;

a video display for indicating cards or other wagering game indicia.

21. (Original) A gaming device as claimed in claim 1, further comprising a communications link which couples said gaming device to at least one central computing device wherein at least a first progressive prize is awarded following at least one progressive prize-winning outcome.

22. (Original) A gaming device as claimed in claim 21 further comprising at least a first indicium, associated with a celebrity or other figure which indicates said at least one progressive prize-winning outcome.

23. (Currently amended) A gaming device as claimed in claim 3 4 wherein a prize is associated with said outcome of said second type.

24. (Original) A gaming device as claimed in claim 23 wherein the magnitude of said prize associated with said outcome of said second type is periodically incremented during said video clip display.

25. (Original) A gaming device as claimed in claim 24 further comprising a prize display which indicates the current magnitude of said prize associated with said outcome of said second type.

26. (Original) A gaming device as claimed in claim 25 wherein said prize display includes a movable pointer controlled to point to prize magnitude indicia during said video clip display.

27. (Original) A gaming device as claimed in claim 26 wherein said movable pointer is rotatable about an axis and said prize indicia are arranged substantially
CV circularly around said axis.

28. (Cancelled).

29. (Cancelled).

30. (Cancelled).

31. (Cancelled).

32. (Currently amended) A gaming device comprising:

player input means for initiating a round of play;

means for determining game outcome wherein an outcome of said round of play includes at least first and second winning outcome types, and a third, no win outcome type;

means for indicating a monetary prize amount in response to a winning outcome of the first outcome type;

audiovisual means for, in response to a winning outcome of said second outcome type that is distinct from the first winning outcome type, displaying an entertainment event comprising a video clip and reproducing an accompanying audio of a performance in accordance with a first theme of said gaming device as an award, wherein said video clip and accompanying audio are selected from a predetermined set of video clips and accompanying audio, there being no monetary prize amount or audiovisual display in response to an outcome of said third outcome type.

33. (Original) A gaming device, as claimed in claim 32, further comprising an outcome display means for indicating at least said first and second outcome types and wherein said audiovisual means is separate and distinct from said outcome display means.

cn 34. (Original) A gaming device as claimed in claim 32 further comprising means for permitting a player to select said performance, and generating a random bonus award associated with said performance.

35. (Original) A gaming device as claimed in claim 32 further comprising an input means for permitting a player to select from among a plurality of video clips.

36. (Original) A gaming device as claimed in claim 35 further comprising means for generating a bonus award associated with the video clip selected by said player.

37. (Original) A gaming device as claimed in claim 32 wherein said first theme is associated with a celebrity or other figure.

38. (Original) A gaming device as claimed in claim 32 wherein said video clip displays a musical recording artist performing at least a portion of a song.

39. (Original) A gaming device as claimed in claim 32 wherein said video clip displays one or more celebrities or figures appearing in a film sequence from a movie.

40. (Original) A gaming device as claimed in claim 38 further comprising means for selecting said song from among a plurality of songs.

41. (Original) A gaming device as claimed in claim 40 further comprising means for displaying indicia of at least some of said plurality of songs.

42. (Original) A gaming device as claimed in claim 41 including means for highlighting, in said means for displaying indicia, said song selected from among said plurality of songs.

43. (Original) A gaming device as claimed in claim 42 wherein said highlighting comprises providing indicia with differing levels of illumination.

cv 44. (Original) A gaming device as claimed in claim 37 further comprising means for randomly selecting said performance.

45. (Original) A gaming device as claimed in claim 40 further comprising means for permitting an operator of said gaming device to select said plurality of songs from a larger group of available songs.

46. (Original) A gaming device as claimed in claim 37 further comprising means for highlighting an indicium, associated with the celebrity or other figure, as an indication of a game round outcome of said second outcome type.

47. (Original) A gaming device as claimed in claim 32, further comprising communications means for coupling said gaming device to at least one central computing device wherein at least a first progressive prize is provided following at least one progressive prize-winning outcome.

48. (Original) A gaming device as claimed in claim 21 further comprising means

for displaying at least a first indicium, associated with a celebrity or other figure, which indicates said at least one progressive prize-winning outcome.

49. (Currently amended) A computer-implemented gaming method comprising:

receiving player input wherein a round of play is initiated;

determining, in a first computer an outcome of said round of play selected from a group of outcomes comprising at least first and second winning outcome types, and a third, no win outcome type;

providing an entertainment event, in response to a winning outcome of the second type that is distinct from the first outcome type, comprising displaying a motion picture and reproducing an accompanying audio of a musical recording artist's song, wherein said motion picture and accompanying audio are selected from a predetermined set of motion pictures and accompanying audio, there being no monetary prize amount or audiovisual display comprising a musical recording artist's song in response to an outcome of said third outcome type.

50. (Original) A method, as claimed in claim 49, further comprising displaying, on a first display device, an indication of at least one said first and second outcome types and wherein said step of displaying a motion picture is performed using a display device which is separate and distinct from said first display device.

51. (Original) A gaming device as claimed in claim 49 further comprising an input device which permits a player to select from among a plurality of motion pictures.

52. (Original) A gaming device as claimed in claim 51 further comprising means for generating a bonus award associated with the motion picture selected by said player.

53. (Original) A method, as claimed in claim 49, wherein said step of displaying said motion picture is performed by a second computer, different from said first computer.

54. (Currently amended) A gaming apparatus comprising:

a first section having at least one of a wager input device, a game initiation input and a game result display, with at least a first electronic data processor coupled to said first section wherein said electronic data processor provides at least a first output indicative of a result of a round of play;

CV a second section having at least one of a display for indicating a randomly selected prize amount and a progressive prize display;

a third section having at least a controllable video display for providing an entertainment event comprising displaying a series of graphics, images, motion pictures, or other video clips, wherein said series of graphics, images, motion pictures or other video clips are selected from a predetermined set of said series of graphics, images, motion pictures or other video clips related to at least a first entertainer;

further comprising an input device which permits a player to select from among said plurality series of graphics, images, motion pictures or other video clips;

wherein operation of said second and third sections is controlled in response to said first output.

55. (Original) Apparatus, as claimed in claim 54, wherein said game result display is separate and distinct from said controllable video display.

56. (Cancelled)

57. (Cancelled)


58. (Original) A gaming apparatus as claimed in claim 54 wherein said third section is provided in a cabinet separate from at least one of said second and first sections.

59. (Cancelled).

60. (Cancelled).

61. (Cancelled).

62. (Cancelled).

 63. (Currently amended) The gaming device of claim 3 4 in which a plurality of video clips and accompanying audios may alternatively be played as said entertainment event, the specific video clip and accompanying audio being selected by a generally random process.

64. (Previously amended) The gaming device of claim 63 in which indicia symbolizing each of said plurality of video clips and accompanying audios are arranged in an array, the specific video clip and accompanying audio to be played as said entertainment event, being selected by a moving member which stops on a generally randomly selected video clip and accompanying audio for a selection thereof.

65. (Previously amended) The gaming device of claim 1 in which a plurality of video clips and accompanying audio are available for playing as said entertainment

event, and are selectable by the player of the gaming device for playing as said entertainment event.

66. (Previously amended) The gaming device of claim 32 in which a plurality of video clips and accompanying audios may alternatively be played as said entertainment event, the specific video clip and accompanying audio being selected by a generally random process.

67. (Previously amended) The gaming device of claim 66 in which indicia symbolizing each of said plurality of video clips and accompanying audios are arranged in an array, the specific video clip and accompanying audio to be played as said entertainment event being selected by a moving member which stops on a particular video clip and accompanying audio for selection thereof.

68. (Previously amended) The gaming device of claim 32 in which a plurality of video clips and accompanying audio are available for playing as said entertainment event, and are selectable by the player of the gaming device for playing as said entertainment event.

69. (Previously amended) The method of claim 49 in which the motion picture and accompanying audio is selected from a group of said motion pictures and accompanying audios by a generally random process.

70. (Previously amended) The method of claim 69 in which indicia symbolizing each alternative motion picture and accompanying audio is arranged in a closed loop array, the specific motion picture and accompanying audio to be played as said entertainment event being selected by a moving member which stops on a particular motion picture and accompanying audio for selection thereof.

71. (Previously amended) The method of claim 49 in which the entertainment event comprises a motion picture and accompanying audio selected from a group of said motion pictures and accompanying audios by the player.

72. (Currently amended) The method of claim 49 in which most ~~the majority~~ of said outcomes are of the third type.

73. (Currently amended) The gaming device of claim 1 in which most ~~the majority~~ of said outcomes are of the third type.

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74. (New) A gaming device as defined in claim 1, in which said second outcome type also has an output which indicates a monetary prize amount in response to a winning outcome of said second outcome type.

75. (New) A gaming device as defined in claim 1, in which said audiovisual display is randomly selected from among a plurality of audiovisual displays.

76. (New) A gaming device as defined in claim 1, in which said audiovisual display comprises an entertainment event comprising a video clip and accompanying audio of a performance in accordance with a first theme of said gaming device wherein said first theme is predetermined.
